

REASON

- **To use PGS to its full potential, you must know how to operate the four training modes of PGS.**

TRAINING OBJECTIVE

- **Given a LAV-25 with PGS installed and aligned, the crew will conduct the following exercises:**
 - **Panel gunnery**
 - **Combat mode (force-on-force)**
 - **Scaled gunnery**
 - **Tracking training**

PGS TRAINING MODES

- **Panel gunnery**
- **Scaled gunnery (1/10 or 1/2 scale)**
- **Combat (force-on-force)**
- **Tracking training**

TRANSPARENCY

- The design of PGS, with full integration to the LAV-25 fire control system, requires the crew to perform the same gunnery procedures as used during live fire gunnery.

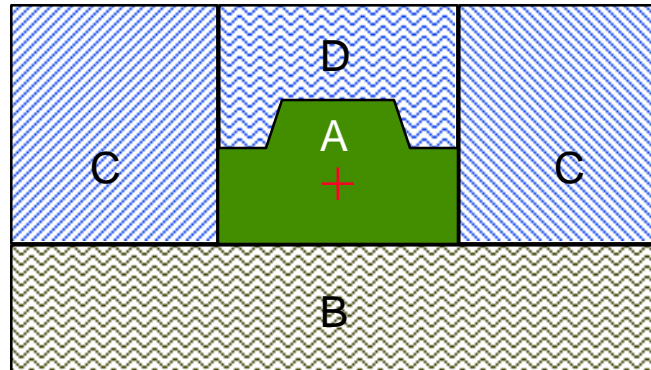
NORMAL PROCEDURES

- **BOT/TOT capability**
- **Apply correct range**
- **Apply correct lead**

TBOS EFFECTS




- **Tracer simulation**
- **Burst simulation:**
 - **Ground burst**
 - **Burst on target**

TBOS SIMULATION




- A: Tracer simulation is stopped. A burst indication is given.**
- B: Tracer simulation is stopped and ground burst is indicated at impact point.**
- C: Simulation continues until projectile reaches maximum simulated range or hits ground.**
- D: Simulation stops at top of template or simulation continues (with tracer simulation switched off) until projectile reaches maximum range or hits ground.**

MAX RANGE AMMUNITIONS

		Max. Range	Tracer Burnout
• AP		3000 m	1700 m
• HE		3000 m	2000 m
• COAX		1100 m	900 m

RESULT PRESENTATION

SI		GD					
AL							
SU							
TE							
CF							
	GRAPHIC DISPLAY						

GRAPHIC

SI	RM	GD					
AL	HIT → 0.2 ↓ 0.5 R. 950 m AP						
SU							
TE							
CF							
	SIMULATION						

NUMERICAL

SI	RM	GD					
AL	PGS LAV v1.1 COMBAT						
SU							
TE							
CF							
	SIMULATION						

NO PRESENTATION

FIRE RESULT

SI	RM	GD					
AG	<div> <div>HIT</div> <div> → 0.2 ↓ 0.5 </div> <div>R. 950 m</div> <div>AP</div> </div>						
SU							
TE							
CF							
	SIMULATION						

TARGET RESULT

SI	RM	GD					
AG	<div>HIT</div> <div>ASP: 3 o'clock</div> <div>→ 0.2 ↓ 0.5</div>						
SU							
TE							
CF							
	SIMULATION						

ENGAGEMENT RESULT

- **HIT**
- **GROUND HIT**
- **MAX RANGE**

SOUND INDICATIONS

- **FIRING SYSTEM**
 - **25 mm gun fire**
 - **COAX fire**
- **TARGET SYSTEM**
 - **NEAR MISS (2 tones)**
 - **HIT no KILL (4-6 tones)**
 - **KILL (continuous tone 30 sec)**

Note: MOBILITY KILL and WEAPON KILL are also indicated with 4-6 tones.

TARGET SYSTEM VISUAL INDICATIONS

- **NEAR MISS (2 flashes)**
- **HIT no KILL (4-6 flashes)**
- **HIT and KILL (continous flashing)**

Note: MOBILITY KILL and WEAPON KILL are also indicated with 4-6 flashes.

TARGET SYSTEM HIT FUNCTIONS

- **HIT (no KILL)**
- **HIT with MOBILITY KILL**
- **HIT with WEAPON KILL**
- **KILL**

TAMPER INDICATIONS

- **COMBAT**

- **Sound indication**
- **TAMPER indicated on control panel**
- **Visual indication**

Note: TAMPER will be indicated during 10 seconds and if not corrected TAMPERING KILL will be indicated.

- **PANEL GUNNERY**

- **BIT Indication**

Note: A BIT indication removes the capability to fire until the system has been corrected.

SUMMARY

- **Panel gunnery**
- **Combat gunnery (force-on-force)**
- **Scaled gunnery**
- **Tracking training**

CLOSING STATEMENT

- **To get the maximum training value from PGS, you must be able to operate the system in the four training modes.**